

## Claim Amendments

Please amend the claims as indicated:

1           1. (original) A method for transferring a data set between a transfer-initiating  
2 subsystem and a target via an intermediate subsystem, a transfer-executing  
3 subsystem, and a channel, where:

4           the transfer-initiating subsystem follows a transfer protocol in which the data set  
5 is transferred as a series of packets, and transfer of at least one subsequent packet is  
6 contingent on completed transfer of at least one previous packet;

7           data transfer between the transfer-initiating subsystem and the transfer-  
8 executing subsystem takes place via the intermediate subsystem;

9           the transfer-executing subsystem initiates data transfer via the channel upon  
10 receipt of a transfer request and of identification of the data set to be transferred;

11          the method comprising:

12          within the intermediate subsystem,

13          A) receiving a first one of the packets from the transfer-initiating subsystem;

14                  B) signaling to the transfer-initiating subsystem that the transfer of the  
15 first packet is still pending, so that the transfer-initiating subsystem at least temporarily  
16 delays submission of subsequent packets to the intermediate subsystem;

17                  C) issuing to the transfer-executing subsystem a transfer request and  
18 identifying for the transfer-executing subsystem the data set to be transferred,  
19 whereupon the transfer-executing subsystem attempts transfer of the data set;

20                  D) upon sensing a completion signal from the transfer-executing  
21 subsystem indicating completed transfer of the data set,

22                          i) signaling to the transfer-initiating subsystem completed transfer  
23 of the first packet;

24                          ii) receiving subsequent packets from the transfer-initiating  
25 subsystem and, for each, signaling to the transfer-initiating subsystem completed  
26 transfer of each subsequent packet.

1           2.     A method as in claim 1, in which:  
2           A) the direction of transfer of the data set is from the transfer-initiating  
3 subsystem to the target; and  
4           B) the transfer-initiating subsystem stores the data set in a memory space  
5 accessible to the intermediate subsystem;  
6           C) the method further comprising the following steps:  
7                i) creating, within the intermediate subsystem, and independently of  
8 action by the transfer-initiating subsystem, a copy of the data set by accessing the  
9 memory space in which the transfer-initiating subsystem has stored the data set; and  
10               ii) identifying for the transfer-executing subsystem the copy of the data  
11 set as the data set to be transferred.

1           3. (original) A method as in claim 2, in which the transfer-initiating subsystem  
2 derives, for the data set stored in the memory space, a plurality of descriptors, each  
3 descriptor specifying at least a memory location of a corresponding sub-set of the  
4 data set, and in which packets are generated at least partially based on the  
5 descriptors, the method further comprising the following step:  
6           in the intermediate subsystem, creating the copy of the data set by evaluating  
7 the descriptors. (original)

1           4. (original) A method as in claim 2, further including the following steps:  
2           in the intermediate subsystem, upon sensing the completion signal from the  
3 transfer-executing subsystem, determining whether the transfer-initiating subsystem  
4 has changed the data set since the time when the first packet was received and, if so,  
5 creating and submitting to the transfer-executing subsystem for transfer to the target a  
6 copy of the changed data set.

1           5. (original) A method as in claim 4, in which the step of determining whether  
2 the transfer-initiating subsystem has changed the data set comprises comparing the  
3 copy of the data set with a possibly changed data set currently designated for transfer  
4 by the transfer-initiating subsystem.

1           6. (original) A method as in claim 4, in which the transfer-initiating subsystem  
2 derives, for the data set stored in the memory space, a plurality of descriptors, each  
3 descriptor specifying at least a memory location of a corresponding sub-set of the data  
4 set, and in which packets are generated at least partially from the descriptors, the  
5 method further comprising the following steps:

6           storing for access by the intermediate subsystem a copy of the descriptors  
7 corresponding to the copy of the data set currently being transferred by the transfer-  
8 executing subsystem; and

9           in the intermediate subsystem, determining whether the transfer-initiating  
10 subsystem has changed the data set by comparing the descriptors corresponding to the  
11 data set currently being transferred by the transfer-executing subsystem with the  
12 descriptors of a possibly changed data set currently designated for transfer by the  
13 transfer-initiating subsystem.

1           7. (original) A method as in claim 4, in which:

2           the transfer-initiating subsystem derives and stores, at respective descriptor  
3 memory addresses, a plurality of descriptors, each descriptor identifying a  
4 corresponding sub-set of the data set, the method further comprising the following  
5 steps:

6           for each descriptor, creating an outrecord identifying the corresponding  
7 descriptor memory address; and

8           determining whether the transfer-initiating subsystem has changed the data set  
9 by comparing the descriptor memory addresses identified in each outrecord with the  
10 addresses in memory of the descriptors most recently created by the transfer-initiating  
11 subsystem for the data set.

1           8. (original) A method as in claim 1, in which the direction of transfer of the  
2 data set is from the target to the transfer-initiating subsystem, the method further  
3 comprising the following steps:

4           A) creating a buffer within the intermediate subsystem;

5           B) storing in the buffer the data set transferred from the target; and  
6           C) upon completed transfer and storage of the data set, and upon receipt by the  
7 intermediate subsystem of each packet from the transfer-initiating subsystem, copying  
8 a corresponding portion of the data set to the packet

1           9. (original) A method as in claim 8, in which the transfer-initiating subsystem  
2 derives, for the data set to be transferred from the target, a plurality of descriptors, each  
3 descriptor specifying at least a size of a corresponding subset of the data set to be  
4 transferred, the method further comprising creating the buffer as a function of the  
5 plurality of descriptors, the size of each portion of the data set copied to its respective  
6 packet corresponding to the size of the subset specified by the corresponding  
7 descriptor.

1           10. (original) A method as in claim 1, in which the channel between the  
2 transfer-executing subsystem and the target is a first channel, further comprising the  
3 steps of emulating a second channel in the intermediate subsystem and directing all  
4 packet transfer between the transfer-initiating subsystem and the target to the  
5 emulated, second channel.

1           11. (original) A method as in claim 1, in which the transfer-initiating subsystem  
2 is a software-implemented computer.

1           12. (original) A method as in claim 11, in which the transfer-initiating  
2 subsystem is a virtual machine.

1           13. (original) A method as in claim 1, in which:  
2 the channel is a Universal Serial Bus (USB);  
3 the target is a USB device and respective pipe; and  
4 both the transfer-initiating subsystem and the transfer-executing subsystem  
5 generate and transfer packets according to the USB protocol.

1           14. (original) A method as in claim 1, further comprising the step of transferring  
2 data between the transfer-executing subsystem and the target according to a different  
3 protocol than the transfer protocol that the transfer-initiating subsystem follows.

1           15. (original) A method for transferring a data set between a virtual machine  
2 and a target via a virtual machine monitor, a host interface, and a channel, where:  
3           the virtual machine follows a transfer protocol in which the data set is transferred  
4 as a series of packets, and transfer of at least one subsequent packet is contingent on  
5 completed transfer of at least one previous packet;

6           data transfer between the virtual machine and the host interface takes place via  
7 the virtual machine monitor;

8           the host interface initiates data transfer via the channel upon receipt of a transfer  
9 request and of identification of the data set to be transferred, and of identification of the  
10 target;

11          the method comprising:

12          within the virtual machine monitor,

13               A) receiving a first one of the packets from the virtual machine;

14               B) signaling to the virtual machine that the transfer of the first packet is  
15 still pending, so that the virtual machine at least temporarily delays submission of  
16 subsequent packets to the virtual machine monitor;

17               C) issuing to the host interface a transfer request and identifying for the  
18 host interface the data set to be transferred, whereupon the host interface attempts  
19 transfer of the data set;

20               D) upon sensing a completion signal from the host interface indicating  
21 completed transfer of the data set,

22                       i) signaling to the virtual machine completed transfer of the first  
23 packet;

24                       ii) receiving subsequent packets from the virtual machine and, for  
25 each, signaling to the virtual machine completed transfer of each subsequent packet.

1           16. (original) A method as in claim 15, in which:

2           A) the direction of transfer of the data set is from the virtual machine to the  
3 target; and

4           B) the virtual machine stores the data set in a memory space accessible to the  
5 virtual machine monitor;

6           C) the method further comprising the following steps:

7                 i) creating, within the virtual machine monitor, and independently of  
8 action by the virtual machine, a copy of the data set by accessing the memory space in  
9 which the virtual machine has stored the data set; and

10                ii) identifying for the host interface the copy of the data set as the data set  
11 to be transferred.

1           17. (original) A method as in claim 16, in which the virtual machine derives, for  
2 the data set stored in the memory space, a plurality of descriptors, each descriptor  
3 specifying at least a memory location of a corresponding sub-set of the data set, and in  
4 which packets are generated at least partially based on the descriptors, the method  
5 further comprising the following step:

6                 in the virtual machine monitor, creating the copy of the data set by evaluating the  
7 descriptors. (original)

1           18. (original) A method as in claim 16, further including the following steps:  
2                 in the virtual machine monitor, upon sensing the completion signal from the host  
3 interface, determining whether the virtual machine has changed the data set since the  
4 time when the first packet was received and, if so, creating and submitting to the host  
5 interface for transfer to the target a copy of the changed data set.

1           19. (original) A method as in claim 18, in which the step of determining whether  
2 the virtual machine has changed the data set comprises comparing the copy of the data  
3 set with a possibly changed data set currently designated for transfer by the virtual  
4 machine.

1           20. (original) A method as in claim 18, in which the virtual machine derives, for  
2 the data set stored in the memory space, a plurality of descriptors, each descriptor  
3 specifying at least a memory location of a corresponding sub-set of the data set, and in  
4 which packets are generated at least partially from the descriptors, the method further  
5 comprising the following steps:

6           storing for access by the virtual machine monitor a copy of the descriptors  
7 corresponding to the copy of the data set currently being transferred by the host  
8 interface; and

9           in the virtual machine monitor, determining whether the virtual machine has  
10 changed the data set by comparing the descriptors corresponding to the data set  
11 currently being transferred by the host interface copy with the descriptors of a possibly  
12 changed data set currently designated for transfer by the virtual machine.

1           21. (original) A method as in claim 15, in which the direction of transfer of the  
2 data set is from the target to virtual machine, the method further comprising the  
3 following steps:

4           A) creating a buffer within the virtual machine monitor;

5           B) storing in the buffer the data set transferred from the target; and

6           C) upon completed transfer and storage of the data set, and upon receipt by the  
7 virtual machine monitor of each packet from the virtual machine, copying a  
8 corresponding portion of the data set to the packet.

1           22. (original) A method as in claim 21, in which the virtual machine derives, for  
2 the data set to be transferred from the target, a plurality of descriptors, each descriptor  
3 specifying at least a size of a corresponding subset of the data set to be transferred, the  
4 method further comprising creating the buffer as a function of the plurality of  
5 descriptors, the size of each portion of the data set copied to its respective packet  
6 corresponding to the size of the subset specified by the corresponding descriptor.

1           23. (original) A method as in claim 15, in which the channel between the host  
2 interface and the target is a first channel, further comprising the steps of emulating a  
3 second channel in the virtual machine monitor and directing all packet transfer between  
4 the virtual machine and the target to the emulated, second channel.

1           24. (original) A method as in claim 15, in which:  
2 the channel is a Universal Serial Bus (USB);  
3 the target is a USB device and respective pipe; and  
4 both the virtual machine and the host interface generate and transfer packets  
5 according to the USB protocol.

25. canceled

26. canceled

1           27. (original) A method for transferring a data set from a transfer-initiating  
2 subsystem to a target via an intermediate subsystem, a transfer-executing subsystem,  
3 and a channel, where:

4           A) the transfer-initiating subsystem

5                 i) stores the data set in a memory space accessible to the intermediate  
6 subsystem;

7                 ii) derives, for the data set stored in the memory space, a plurality of  
8 descriptors, each descriptor specifying at least a memory location of a corresponding  
9 sub-set of the data set;

10                iii) follows a transfer protocol in which the data set is transferred as a  
11 series of packets;

12                iv) generates the packets at least partially based on the descriptors; and

13                v) transfers at least one subsequent packet contingent on completed  
14 transfer of at least one previous packet;

15           B) data transfer from the transfer-initiating subsystem to the transfer-executing  
16 subsystem takes place via the intermediate subsystem;

17           C) the transfer-executing subsystem initiates data transfer via the channel upon



18 receipt of a transfer request and of identification of the data set to be transferred;  
19 the method comprising:  
20 D) within the intermediate subsystem,  
21 i) creating, independently of action by the transfer-initiating subsystem, a  
22 copy of the data set by evaluating the descriptors and by accessing the memory space  
23 in which the transfer-initiating subsystem has stored the data set; and  
24 ii) identifying for the transfer-executing subsystem the copy of the data  
25 set as the data set to be transferred and issuing the transfer request to the transfer-  
26 executing subsystem;  
27 iii) receiving a first one of the packets from the transfer-initiating  
28 subsystem;  
29 iv) signaling to the transfer-initiating subsystem that the transfer of the  
30 first packet is still pending, so that the transfer-initiating subsystem at least temporarily  
31 delays submission of subsequent packets to the intermediate subsystem;  
32 v) issuing to the transfer-executing subsystem a transfer request and  
33 identifying for the transfer-executing subsystem the data set to be transferred,  
34 whereupon the transfer-executing subsystem attempts transfer of the data set to the  
35 target; and  
36 vi) upon sensing a completion signal from the transfer-executing  
37 subsystem indicating completed transfer of the data set,  
38 a) signaling to the transfer-initiating subsystem completed  
39 transfer of the first packet; and  
40 b) receiving subsequent packets from the transfer-initiating  
41 subsystem and, for each, signaling to the transfer-initiating subsystem completed  
42 transfer of each subsequent packet.

1           28. (original) A system for transferring a data set between a transfer-initiating  
2 subsystem and a target via a transfer-executing subsystem and over a channel, where:

3           A) the transfer-initiating subsystem follows a transfer protocol in which the data  
4 set is transferred as a series of packets, and transfer of at least one subsequent packet  
5 is contingent on completed transfer of at least one previous packet;

6           B) the transfer-executing subsystem initiates data transfer via the channel upon  
7 receipt of a transfer request and of identification of the data set to be transferred;

8           the system comprising:

9           C) an intermediate subsystem

10           i) forming an interface between the transfer-initiating subsystem and the  
11 transfer-executing subsystem,

12           ii) forming means for identifying for the transfer-executing subsystem the  
13 data set to be transferred, whereupon the transfer-executing subsystem attempts  
14 transfer of the data set;

15           iii) and including:

16           a) an emulated channel forming means for receiving the packets  
17 from the transfer-initiating subsystem and for signaling to the transfer-initiating  
18 subsystem that the transfer of a first packet is still pending, so that the transfer-initiating  
19 subsystem at least temporarily delays submission of subsequent packets to the  
20 intermediate subsystem;

21           b) transfer management means for issuing to the transfer-  
22 executing subsystem a transfer request and for receiving a completion signal from the  
23 transfer-executing subsystem indicating completed transfer of the data set;

24           D) the emulated channel being further provided, upon receipt by the transfer  
25 management means of the completion signal,

26           i) for signaling to the transfer-initiating subsystem completed transfer of  
27 the first packet; and

28           ii) for receiving subsequent packets from the transfer-initiating subsystem  
29 and, for each, for signaling to the transfer-initiating subsystem completed transfer of  
30 each subsequent packet.

1           29. (original) A system as in claim 28, in which the direction of transfer of the  
2 data set is from the transfer-initiating subsystem to the target; and the transfer-initiating  
3 subsystem stores the data set in a memory space accessible to the intermediate  
4 subsystem, the system further comprising:

5           consolidation means, within the intermediate subsystem, for creating a copy of  
6 the data set, independent of action by the transfer-initiating subsystem, by accessing  
7 the memory space in which the transfer-initiating subsystem has stored the data set;  
8 and for identifying for the transfer-executing subsystem the copy of the data set as the  
9 data set to be transferred.

1           30. (original) A system as in claim 29, further comprising verification means for  
2 determining whether the transfer-initiating subsystem has changed the data set from  
3 the time when a first packet but before completion of the transfer by the transfer-  
4 executing subsystem and, if so, for creating and submitting to the transfer-executing  
5 subsystem for transfer to the target a copy of the changed data set.

1           31. (original) A system as in claim 28, in which the direction of transfer of the  
2 data set is from the target to the transfer-initiating subsystem, the system further  
3 comprising:

4           a buffer within the intermediate subsystem for storage of the data set transferred  
5 from the target; and

6           consolidation means within the intermediate subsystem for copying a  
7 corresponding portion of the data set to a respective one of the packets issued by the  
8 transfer-initiating subsystem upon completed transfer of the data set from the target.

1           32. (original) A system as in claim 28, in which the transfer-initiating subsystem  
2 is a software-implemented computer.

1           33. (original) A system as in claim 32, in which the transfer-initiating subsystem  
2 is a virtual machine.

1        34. (original) A system as in claim 28, in which:  
2        the channel is a Universal Serial Bus (USB);  
3        the target is a USB device and respective pipe; and  
4        both the transfer-initiating subsystem and the transfer-executing subsystem  
5        generate and transfer packets according to the USB protocol.